

CHARACTER NAME

PLAYER NAME

CLASS: _____
FAITH: _____
BLESSING: _____ for _____ weeks
XP: GAINED: _____ / UNSPENT: _____



VITAL STATISTICS

SEX: _____ AGE: _____
HEIGHT: _____ WEIGHT: _____
BUILD: _____ EYES: _____
HAIR: _____ SKIN: _____
LIFTING: _____ SPEED: _____
CORRUPTION: _____ TAINT: _____

BASIC STATS

	DERIVED STATS		
BODY	HIT POINTS Body + Health		
HEALTH	WILLPOWER $\frac{1}{2}(\text{Mind}+\text{Soul})$		
MIND	DAMAGE PENALTIES		
SOCIAL	-2	-4	Con & -4
SOUL	HP = $\frac{3}{4}$	HP = $\frac{1}{2}$	HP = $\frac{1}{4}$

BASIC ROLLS

	(Diff.)	TOTAL	STAT	RANKS	OTHER
Push the Boundaries	(vs.)	= $\frac{1}{2}$ Soul	+	+	
	()	=	+	+	
	()	=	+	+	
	()	=	+	+	

Simple: 5 / Easy: 10 / Average: 15 / Challenging: 20 / Difficult: 25 / Hard: 30 / Nigh Impossible: 40

SKILLS

	TOTAL	% STAT	RANKS	OTHER
Art:		= Soul	+	+
Art:		= Soul	+	+
Art:		= Soul	+	+
Computers T		= Mind	+	+
Concentration		= Mind	+	+
Debate		= Social	+	+
Double Talk		= Social	+	+
Drive		= Body	+	+
Finance		= Mind	+	+
Fly T		= Body	+	+
Handyman T		= Mind	+	+
Law T		= Mind	+	+
Lore T:		= Mind	+	+
Lore T:		= Mind	+	+
Lore T:		= Mind	+	+
Lore T:		= Mind	+	+
Magic T		= Soul	+	+
Mechanic T		= Mind	+	+
Medicine, Holistic T		= Soul	+	+

T: Skill can only be used with training

COMBAT SKILLS

	TOTAL	% STAT	RANKS	OTHER
Dodge		= Body	+	+
Fist Fight		= Body	+	+
Heavy Swords		= Body	+	+
Improvised Weapon		= Body	+	+
Knife		= Body	+	+
Light Swords		= Body	+	+

BONUS

	VALUE	PENALTIES		VALUE	CLASS BONUSES/PENALTIES
()			()		
()			()		
()			()		
()			()		
()			()		
()			()		
()			()		
()			()		

COMBAT SKILLS

	TOTAL	% STAT	RANKS	OTHER
Other Melee		= Body	+	+
Parry/Disarm		= Body	+	+
Projectile, Fired		= Body	+	+
Projectile, Thrown		= Body	+	+
Weighted Weapons		= Body	+	+
Whips		= Body	+	+

DESCRIPTION:

OTHER NOTES: _____ RANKS _____

